TOOTH INVADERS

FIGHT **TOOTH INVADERS** ™

C= commodore

TOOTH INVADERS

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.

2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.

3. Turn ON the Commodore 64. The opening TOOTH INVADERS title should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully re-insert the cartridge and try again.

4. TOOTH INVADERS is a one-player game. It is designed to be used with a joystick. Plug your joystick into control port #1. Use the joystick to initially select your level, and later to control the movement of Plaqueman.

5. The title screen displays "Select Level." There are 9 basic skill levels to choose from. Select a level by moving your joystick to the right (higher level) or to the left (lower level.) Following level 9, you're in the Super Skill level. Press the Trigger to begin.

The object of the game is for Plaqueman to eliminate all the plaque D.K., the Plaque Germ, has formed on tooth surfaces. This must be accomplished using the toothbrush (to clean the tooth surfaces,) and dental floss (to clean surfaces in-between teeth.) Special care must be taken to avoid colliding with D.K....If you do, you will be eliminated.

STANDARD SCREEN

The standard screen above is used when:
- Hunting for D.K., the Plaque Germ;
- Detecting a decaying tooth; or
- Switching from toothbrush to floss and vice versa

ZOOM SCREEN

Press the Action Button to change from the standard screen to the zoom screen. This screen will give you a close-up view which must be used for brushing and flossing. Note: The tooth on which PLAQUEMAN appears in the standard screen will be the same tooth he appears on in the zoom screen.

THE TOOTH INVADER:
"D.K.", THE PLAQUE GERM

D.K forms plaque on tooth surfaces, including the surfaces in-between teeth. The object of the game is to clean away all the plaque D.K. has formed on all 8 teeth.

"PLAQUEMAN"

PLAQUEMAN uses a toothbrush and fluoride toothpaste to remove plaque from tooth surfaces. He aso uses dental floss to remove the plaque that D.K. drops in-between teeth.

BRUSH POWER

PLAQUEMAN uses a toothbrush to clean tooth surfaces. Fluoride toothpaste MUST be added to energize the brush. This is done by passing the toothbrush through the toothpaste. If the brush is not energized with fluoride toothpaste, it will not clean away the plaque from tooth surfaces.

FLOSS POWER

The toothbrush will not effectively clean surfaces in-between teeth. To clean in-between teeth, replace the brush on its holder and pick up the dental floss. Dental floss is used to clean the plaque D.K. has formed in-between teeth.

DANGER — D.K.!

While cleaning, PLAQUEMAN must be careful to avoid colliding with DK. If he does, PLAQUEMAN will be eliminated and carried away by a balloon.

DECAY ALERT

Two warning signals will let you know when a tooth is decaying. They are:

1. You will hear a "bonging" sound; and
2. The small tooth at the bottom of the screen will turn color.

Change to your standard screen to find the decaying tooth. Move PLAQUEMAN to it. Change to the zoom screen and begin cleaning.

The small tooth at the bottom of the screen will turn white again when you've cleaned off enough plaque to prevent it from decaying.

PRACTICE MAKES PERFECT — TRY AGAIN

The game ends when all the PLAQUEMEN are eliminated or when four teeth have decayed and disappeared.

CATCH D.K. — EARN BONUS POINTS!

When a tooth is totally clean, it will sparkle. Now you have 10 seconds to earn bonus points by catching and eliminating D.K.

THE FUN NEVER ENDS!

When four or more of all the remaining teeth are clean and blinking, the Fluoride Rinse Cloud will rain on the teeth. Once the rinse ends, the next level starts.

SPECIAL KEYS & FUNCTIONS

The COMMODORE key, on the keyboard, acts as a PAUSE button in TOOTH INVADERS. Press the COMMODORE key whenever you would like to freeze the game. Resume play by moving the joystick or by pressing the red Action button.

The RESTORE key acts as an instant game reset. Hitting this key brings you immediately to the TOOTH INVADERS title screen.

SCORING

Points: 10 points are earned for each piece of plaque removed from tooth surfaces. 30-points are earned for each piece of plaque removed from in-between teeth.

Bonus Points: 300 bonus points are earned whenever D.K. is eliminated. 100 bonus points are earned for each tooth remaining at the end of each level.

BONUS PLAQUEMEN

One additional PLAQUEMAN is awarded at each of the following point levels: 10,000; 20,000; 35,000; 50,000; 75,000; and 100,000.

HINTS AND STRATEGIES

Hints:

- The time D.K. is out of action decreases as levels increase (from 12 seconds in level 1, to 4 seconds in level 9.)

- The decaying time of a tooth also decreases. In level 1, it takes 21 seconds for a tooth to disappear, versus only 4 seconds in level 9.
- The amount of initial plaque on a tooth increases as levels increase.
- You can stop a tooth from decaying by cleaning away 20% of the existing plaque.
- D.K.'s intelligence increases as levels increase. He knows where you are and stays closer to you. (Use this to your advantage.)
- Once you brush or floss a specific spot of a tooth, D.K. can no longer drop plaque on that area.

Strategy:
- Build points in the early levels. The more plaque you clean away, the higher your score. Try to average 5000 points in levels 1 through 5.
- Don't waste those Bonus Points! If D.K. is still out, save a piece of plaque on the tooth. When D.K. returns, clean that last piece of plaque and once again eliminate D.K.
- In the higher levels, D.K. becomes very smart. Use his attraction to you to your advantage. Coax him away from key areas where teeth are close to decaying.
- When all seems lost and D.K. is about to collide and eliminate PLAQUEMAN...quick...hit the trigger and return to the standard screen where it is safe.
- It is good practice to return to the standard screen to spot D.K., whenever he is out of sight. This is also a good practice while trying to spot D.K. to eliminate him and earn bonus points.

Commodore 64

"Commodore offers a full range of peripherals to increase the capabilities of your Commodore 64 and tailor your system to any need or budget"

Commodore Color Monitor:	New color monitor with a 14" screen and outstanding resolution. The monitor has a special Commodore computer circuit with video recorder compatibility.
Commodore Single Disk Drive:	Fast, high capacity storage and retrieval of data on standard 5¼" floppy diskettes. Stores up to 170K on each diskette. Read/write compatibility with Commodore PET/CBM™ computer systems.
Commodore Graphic Printer:	Print any screen information on plain paper, letters, business data, graphic displays, basic programs and much more!
Commodore Modem:	Communicate with the vast knowledge available through outside data sources through your telephone and the low priced modem. (Stock market information, news & sports services & more.)
Commodore Datassette™:	Store your own computer programs on standard audio cassette tapes or use our low priced pre-recorded tape programs.

This cartridge may only be used with the Commodore 64 system.

0   43467 00105